

Sub. E (25. (Amended) A game program storage medium for use with a portable game machine having a processor operable at a plurality of different clock speeds, said game program storage medium storing clock speed data usable by said portable game machine in a process for setting a clock speed of said processor and further storing compatibility data usable by the processor of the portable game machine to determine compatibility of the game program storage medium with the portable game machine.

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27. (Amended) A game program storage medium for use with a portable game machine having a processor operable at a plurality of different clock speeds, said game program storage medium storing clock speed data usable by said portable game machine in a process for setting a clock speed of said processor and further storing a machine identification program for identifying the type of portable game machine with which the game program storage medium is used.

C2
29. (Amended) For use with a portable game machine having a game program executing processing system including a microprocessor to execute a video game program and player controls operable by a player to generate video game control signals; a portable storage device for controlling the operation of said portable game machine comprising:

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a memory medium for storing video game instructions and graphics and sound data for said video game program; and
a connector for coupling said video game instructions and said graphics and sound data retrieved from said memory medium to said portable game machine,

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said video game instructions including a command for causing said microprocessor to be set at one of a plurality of different clock speeds, wherein the memory medium further stores compatibility data usable by the microprocessor of the portable game machine to determine compatibility of the portable storage device with the portable game machine.

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31. (Amended) For use with a portable game machine having a game program executing processing system including a microprocessor to execute a video game program and player controls operable by a player to generate video game control signals; a portable storage device for controlling the operation of said portable game machine comprising:

a memory medium for storing video game instructions and graphics and sound data for said video game program; and

a connector for coupling said video game instructions and said graphics and sound data retrieved from said memory medium to said portable game machine,

said video game instructions including a command for causing said microprocessor to be set at one of a plurality of different clock speeds,

wherein the memory medium further stores a machine identification program for identifying the type of portable game machine with which the portable storage device is used.

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34. (Amended) A hand-held display system for playing a video game, comprising:

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a housing grippable by a user's hands;

a liquid crystal display viewable by the user gripping the housing;

input devices operable by the user when the user grips the housing;

a connector for operatively connecting to a storage device storing a video game program and having a processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from the input devices in order to generate displays for the video game on the liquid crystal display,

wherein the processing circuitry uses the processing speed setting attribute of the storage device in order to set a processing speed for processing the video game program, and

wherein the storage device also has compatibility data usable by the processing circuitry to determine compatibility of the storage device with the hand-held display system.

C6

36. (Amended) A hand-held display system for playing a video game, comprising:

a housing grippable by a user's hands;

a liquid crystal display viewable by the user gripping the housing;

input devices operable by the user when the user grips the housing;

a connector for operatively connecting to a storage device storing a video game program and having a processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from the input devices in order to generate displays for the video game on the liquid crystal display,

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wherein the processing circuitry uses the processing speed setting attribute of the storage device in order to set a processing speed for processing the video game program, and

wherein the storage device also has a machine identification program for identifying the type of hand-held display system with which the computer-readable medium is used.

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38. (Amended) The hand-held display system according to claim 34, further comprising at least one operation occurring at a speed different than the processing speed for processing the video game program.

41-44
Please add the following new claims 39-41.

R1.126 ~~-39~~ ⁴¹ A portable storage device for a video game machine usable with different types of portable storage devices, the portable storage device storing a video game program and having attributes usable by the video game machine to determine compatibility of the portable storage device and to set the clock speed of the video game machine.